ANIMECO

The official magazine of the Japanese Animation Society of Hawaii

Winter 1996 Number 5

DRAGON HALF

- RUFA
- PIA
- MAPIE
- VENA
- SIVA
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- LUCER

Swimsuit Pictoral
Winter Fun in the Sun

Anime Shopping in Harajuku
Annie's First Stop in Tokyo

White Radish
U.S. Anime Studio in Stockton, CA

Anime convention madness!
Reports on '96 — Previews for '97

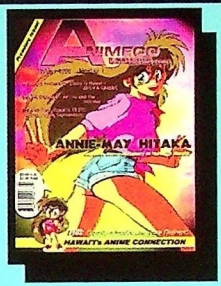
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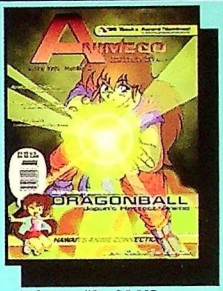
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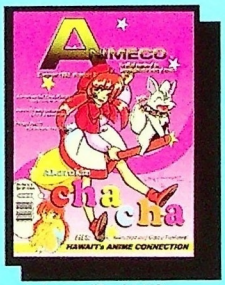
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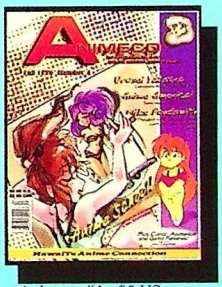
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A word from the President of the Japanese Animation Society of Hawai'i

We understand it's winter where you are. How very unfortunate!

But the season has its delights—skiing, snowmobiling—and certain sporting magazines, one of which produces a Special Issue at this time showing models in swimsuits. Well, we looked at that and said, why not us? So, here is our Swimsuit Issue, with some well-known anime characters at our local beaches, in swimsuits and in color! Let it warm your thoughts in the long cold days to come.

Also, we have travel reports from Anime Weekend Atlanta, Anime Expo '96 and the San Diego ComiCon. Together, they prove that anime is well and growing in America, and the increasing number of these gatherings has made quite an impression on their Japanese guests. Our own beloved Annie sent in a report as well, telling us about the Harajuku section of Tokyo. Harajuku is famous for trendy stores, NHK studio, and Olympic Village Park, but she tells where the *really* important stuff is.

What is J-Pop? No, it's not a Japanese soft drink. It's music, and anime soundtracks are certainly in that category...aren't they? Peter Payne gives his observations, and we learn what the real otakus are listening to.

If you've ever heard of the hilarious Project A-ko spoof *Fast Food Freedom Fighters*, or *The Item*, you know who White Radish Studio is. In this issue, they'll tell you how they did it. And yes, kids, you can try this at home—if you've got the equipment!

And of course our 'Net column "...But We Digress", highly opinionated reviews, and stuff you won't find anywhere else but here. Enjoy the show, and take heart...winter won't last forever!

Milton Streeter
JASH President

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ANIMECO

Editor
Iris Mori

Art Director
Roy Sato

Layout
William Hols, Roy Sato, Milton Streeter

Article Contributors
Jeff Banning, Christina Chun, Annie Hitaka, Wendell Hong, K.J. Karvonen, Eric Kihara, Florencio Lim Jr., Iris Mori, Peter Payne, Shawn the Touched, Milton Streeter, Vid~Kid

Art Contributors
Christina Chun, Robert DeJesus, Audra Furuichi, Lea Hernandez, Susan Kihara, Florencio Lim Jr., Iris Mori, Sherry Sasuga, Gwen Sato, Roy Sato

JASH President
Milton Streeter

Limelight PUBLISHING CO.

Publisher
William P. Hols

Advertising Manager
Wendell Hong
(808) 696-3135
animatsuri@genie.com

Cover Art
Lea Hernandez

The Japanese Animation Society of Hawai'i (JASH) can be contacted at P.O. Box 22517, Honolulu, HI 96822. Phone: (808) 536-0519.
Online:
http://planet-hawaii.com/lime/jash.html

Animeco (ISSN 1085-9225) is published quarterly by Limelight Publishing Co., 1513 Young St., Suite 202, Honolulu, HI 96826. Limelight Publishing is on the Internet (whols@aloha.net). Copyright 1997 Limelight Publishing Co. All rights reserved. Advertising inquiries call (808) 696-3135. Online:
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Printed by Brenner Printing, San Antonio, TX.



"No, no Annie! Put that thing down! It'll never happen again, promise!" -- see page 7.

Stray Sheep Across Japan

Japan (LP)—Stray Sheep are popping up on Fuji TV's late night programming. Poe, a three month old ram from Great Britain and a great lover of chamomile flowers, went to sleep in his field one day and found himself in the middle of Arizona, face to face with a ewe named Mary. Since then, he has been traversing the world in his dreams. Poe has been seen gracing Fuji TV's late night lineup in fifteen to thirty second animated shorts as its mascot. Of late, he has been in someone's bathtub, stuck on a merry-go-round, and burning up through the Earth's atmosphere. Stray Sheep T-shirts, screen savers, and stuffed toys are hitting the streets. Look for Poe after midnight on Fuji TV in Japan, or at his website:
http://www.fujiint.co.uk/straysheep/



rection, artwork or just a thought you'd like to share? We'd love to hear from you.

Send all correspondence to:

Animeco
c/o Limelight Publishing Co.
1513 Young St., Suite 202
Honolulu, HI 96826

or fax to:
(808) 942-0277

or e-mail to:
whols@aloha.net
or
animatsuri@genie.com
or even
AYHitaka@aol.com

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Organization: De La Salle University
To: whols@aloha.net
Subject: I would like to ask...

Dear JASH:

First of all, I would like to commend you for having a very interesting publication in ANIMECO. I must say, it is as informative as Animerica but still very interesting.

Anyway, I would also like to thank you for disseminating the update on the literature on manga. Notably Frederick Schodt's latest work 'Dreamland Japan', the sequel to his 'Manga! Manga...'

In line with that, I would like to ask this. Is it possible for me to place orders to the publishers (Charles E. Tuttle) of 'Manga!' and (Stone Bridge Press) Dreamland Japan?

I am a college professor attached to our sociology department and I chose to do research on anime/manga. I do believe these 2 books can provide me the answers I need. And your help in putting me in the right direction would be greatly appreciated.

I am hoping for your consideration in this matter. Thank you and MORE POWER TO YOU!

Make mine Anime/Manga.

Lori Grant



Thanks for the kudos! It's great to be informative but interesting.
In response to your question about Schodt's Dreamland Japan, you could try writing or calling Stone Bridge Press and seeing if they'll sell directly to you. Contact them at:
Stone Bridge Press Phone: 510-524-8732
PO Box 8208
Berkeley, CA 94707

Tali Lawbreaker



To: Animeco <whols@aloha.net>
From: James McDonnell <networx@ibm.net>
Subject: Anime Manga Schools

Dear JASH,

Hi! This is Vince all the way from the Philippines. I'd just like to ask a question regarding the article that was displayed in your recent fall edition. The Anime School article by Roy Sato, you wouldn't happen to have a list, or some references to some of the good Anime Schools in Japan? You see I'm aspiring to be one of those animators, that's why I was so drawn to that Anime Manga School article you printed that I read it over and over. Currently I'm 15 so I suppose there is still plenty of time, but it doesn't hurt to be ambitious.

Thanx for your support,
Vincent McDonnell

Sorry about that! Just for you (and the hundreds of other people who asked about it), here it is:
Yoyogi Anime Gakuin (Institute)
Yoyogi 1-57-3-N1
Shibuya-ku, Tokyo 151 JAPAN
Inquiries in Japanese only please!

GEnie
Japan RT
Category 14, Topic 5
Message 504 Mon Oct 21, 1996
H.MILLER27 [Badger] at 04:00 EDT

I have seen a copy of Animeco now, right here in Atlanta. I am deeply impressed at your 'slickness'. Great mag!

I flipped thru it, and of course stopped and read the GHOST IN THE SHELL review by Vid Kid. Who is this guy? He said everything I'd like to say about GITS, and haven't. Don't lose him or her! Vid Kid is my kinda fan!

Love your mascot, too! [giant smile] I was all grins at the picture of her typing away while the rest of Animeco staff were laying on the floor passed out. Really good stuff! You have my vote for Pro-zine of the year! True statement! You gotta really good mag there, m'friend! I recommend it to ALL!

Badger

Yes, yes, I know I am lovable. And for all the work I do around here, I only get paid with third rate candy bars! It's nice to be appreciated! (Blatant plug, Animeco guys.)

XO,
Annie

From: AYHitaka@aol.com
To: whols@aloha.net
Subject: The Fall Animeco

Dear Editor,

Why is it that the SD version of me is jaundiced on the cover of the fall issue? I'm yellow, and my hair is (gasp) carrot red! You must know that I hate being drawn or colored badly. I want to know who's responsible for this unforgivable act. Tell me now so I can take my high explosive weaponry collection and teach him a lesson or two on how I'm really supposed to look like.

Love and kisses,

Annie

Um... We'll look into it. Soon. Just put that hammer down, okay?

Staff



Gary Nelson

Edward Baker





Annie's Shopping Guide to Tokyo

Harajuku

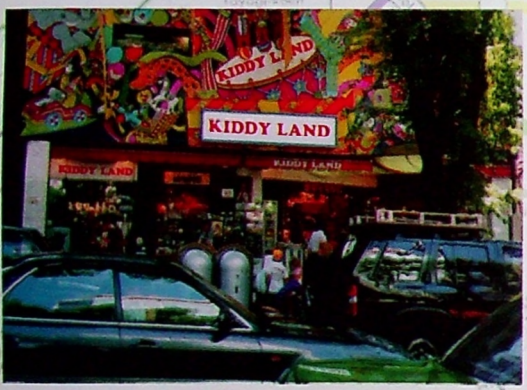
Yaho! Hello and welcome to my Guide to Tokyo. This is my first time taking a bunch of people around Tokyo, but rest assured, I would never *unintentionally* get anyone lost. Before we go to the first stop on our itinerary, let me just give you a few safety tips:

— Japan is a mostly cash society. While many places now take credit cards, Japan is still surprisingly cash only in most stores. This applies to traveler's checks, too. (The one exception, however, is Tokyo Disneyland—they only accept American Express) Be safe and bring cash. Lots of it. And don't worry—you won't get mugged unless you go flashing all that money around on the street. And be sure to save at least ¥2000 for the Narita airport tax—if you don't, you'll be stuck in Japan until you can pay it. (Some would say that this is a *good* thing...)

— Important money saving tip: if you don't have $400+ to spend on a JR rail pass, which I don't recommend you get unless you're going to ride a couple of bullet trains, buy a ¥5000 or a ¥10,000 Orange Card, good towards your train fare on all JR lines (excluding the Shinkansen and Green Cars) and you get ¥300 and ¥700 yen free on the card, depending on which you buy. Cheap, I know, but ¥700 is more than enough to buy you a chocolate parfait at a decent restaurant.

So let's get going!

Harajuku is on the JR Yamanote line, a few stops away from Shibuya. The Yamanote line is grass green, so just go to the platform with the bright green stripe on the sign. Take the Meiji Gingu (shrine) exit and there you are, the area of Tokyo where the Teeny-boppers hang out. Don't come here on a Sunday; they close Omotesando Avenue and it's so crowded that there's no room to walk. Anyhoo, to your right is Meiji Jingu—this place is best experienced in early June, when the spectacular Iris Garden is in full bloom, but it's a wonderful tourist spot any day of the year.



Walk on the right side of Omotesando Avenue, and you'll eventually get to an intersection where there's a giant screen showing the latest videos and commercials. Behind you should be the **Condomania**. It's an interesting little shop. Stop and take a look. Cross the street, leaving the Condomania and the big screen behind, and go further up the street. Keep an eye out or you'll miss it, it's **Kiddyland,** a giant 5-story



Photos - Iris Mori
Artwork - Roy Sato

toy store, our first destination. There's a big sign on the side of the building if you happen to miss the mini Totoro store on the first



floor. This place is so cool; any Japanese toy imaginable is in this store. Plan to spend a few hours ogling everything here. Oh, before I forget, they take Visa, Master Card, AmEx, JCB, and Nicos.



Go back to the Harajuku train station and hang a right. There's a little side street past the **Oshman's Sporting Goods** store. This is Takeshita-dori, teeming with people in their school uniforms. There's a lot of interesting stuff around here. But first...



L U N C H BREAK!!! — there are a whole bunch of Crepe shops around here, I took a picture of the one I ate at for lunch. Strawberries and pastry cream and whip cream and sugar ... Mmmmm. With lots and lots of chocolate syrup and chips dribbled on the top...

Okay, back to the tour. We're still on Takeshita Dori. The first two stops of note are the **RECOfan** and the **DiscoGarage** stores. There's nothing special at the **DiscoGarage**; I just thought the giant mantis hanging over the shop was funny. It has a pretty good selection of anime CDs though. **RECOfan**, though it didn't have much by way of anime CD's, has low prices on brand new CDs—we're talking about maybe ¥500 cheaper than normal. Stop by here just for a look, they may just have the CD you're looking for! Both these stores take the usual group of credit cards. Further down the street is the **Tabasco™ Store,** where anything you've dreamed of that has the Tabasco logo on it is sold, and the **Mother Goose No Mori** (Mother Goose's Forest), which is kind of like Sanrio in that it has cute and fuzzy little animal creatures and plasters it all over lunchboxes, pencils, and the like. They have the best chocolate chip cookies there, I think it has the character "Piyo Piyo" on it. It's all cheap too. I bought three huge bags of Piyo Piyo stuff and it only cost me ¥3000!! In case you're wondering, Mother Goose takes Visa and Mastercard, the Tabasco™ Store does not.

Well that's it for Harajuku. I



dunno about you, but my feet are tired, and so are the guys who are carrying my bags. I'll see you next issue, where we explore the wonders of Shinjuku... see you soon!

Today Annie sports the latest in Amuro-style school fashion. Her barf tan sweater vest cannot be complete without a long sleeved cotton shirt, stylishly rolled up to her elbows, which is all the rage among high school students in Harajuku. *Très chic*! Her tri-colored plaid long skirt is perfectly in vogue, especially with the midriff rolled up to reveal shapely buttock-cheeks! But this outfit cannot be complete without the *très bon ton* legwarmer socks, held in place with the finest legwarmer sock glue.



All photos by Jeff Banning

Anime Weekend Atlanta:

The Report

by Jeff Banning



Genma from Ranma .

Ingram from Patlabor.



I'm happy. "Why?", you ask? Well, it's nice to have an anime convention here in the South. Many anime fans in the Southeast, such as myself, can't afford to go to one of the California conventions, so having one fairly close is great. Anime Weekend Atlanta has been put on this year and last by the members of the Atlanta anime club, Anime-X. It appears to have succeeded, too. In 1995, AWA drew about 400 people; this year it got more than 600 people, so there will definitely be another one next year, according to various con staff. Another reason for me to be happy.

This is mostly just going to be my rambling about what I saw and did at this year's AWA, which took place from November 1-3,

Dave Merrill (AWA Chairman) and Lorraine Savage (Guest).



so please bear with me. I've only been to two anime conventions — both years of AWA — so I don't really have much to compare them with.

Edward, who is a friend of mine, and I drove down to Atlanta on Friday morning. After checking into the hotel and getting our registration stuff (I got in free, since I was a reporter; thanks, Wendell and *Animeco*!), we checked out the dealer room. It did seem a little smaller than last year's, at least in area, but there were a reasonable number of dealers there, with everything from manga, anime, and CDs to models and dolls. I have no idea how this compares to other anime conventions' dealer rooms, but it seemed decent enough.

I then watched some anime until 8:00 PM, when they held the opening ceremonies. I figured that since I hadn't gone to them last year and since I was a reporter this year, I might as well go. Dave Merrill, the chairman of AWA, opened up. There was a semi-food fight; well, actually some leftover Halloween candy was tossed out and some was tossed back. After this silliness calmed down, we were shown a video of last year's AWA. While watching this video, I realized I had missed a lot of stuff; of course, I only attended two days last year. After the video, Merrill continued something that started last year — the ceremonial destruction of a Magic card. The convention was then declared a Magic- and vampire-free (except for D and Miyu) con. After this, a raffle was held. Various prizes here, such as t-shirts, tapes, manga, models, and even a cel from Iria, which Edward won.

Finally, the guests were introduced. It seems Robert DeJesus didn't show up, but the other guests did. They were: Robert Woodhead, head guy at AnimEigo; Carl Gustav Horn, currently a writer for *Animerica* and *Wizard*; Bruce Lewis, who writes and draws the current Star Blazers comic; Steve Bennett, who has done animation work in Japan; Neil Nadelman, who's done lots of translation work for domestic anime releases (and sorta denies having worked on *Demon Beast Invasion*); Lorraine Savage, from Anime Hasshin and its 'zine, *The Rose*; Ed Hill, a cartoonist; Bill Mayo, a modeler; Jeff Tatarek, a fan video producer, among other things; Alex Matulich, creator of JACOSub, a popular subtitling program; Greg Lane, a comic artist; Humoring the Fates, who do full cel animation, among other things; Leslie Forrester, who's done some costuming; and Dorrie Sauls, who won last year's costume contest.

After the opening ceremonies, I watched some anime, including the Tenchi Muyo movie, which was rather good. It confirmed that I would buy the Tenchi movie soundtrack, which I was planning on getting anyway, since it was by Christopher Franke. By the end of the movie, it was past midnight, which meant it was time for... Le Cabaret Hentai. The material shown there this year was more, um, upscale (if there is such a thing as "upscale" hentai anime) than last year. I finally decided to go to sleep at about 2:00 AM.

Saturday. More time spent watching various anime and buying stuff from the dealers' room. We stopped by the con suite today, too. I was pleasantly surprised that the suite had something besides cookies, chips, and soda; we had just missed the deli tray, but they still had (gasp!) some fruit. I hope the suite is this good next year. We also made a trip out to the local Japanese bookstore, Iwase Books. The con was also providing a trip to the store later in the day, but I wanted to be around for the "Immature" Film and Video Festival at 2:00 PM.

Apparently a lot of other people wanted to see the fan videos, too. The room was more than full when the videos started. In fact, the thing eventually got moved to another room because there were so many people there. Also, there were so many music videos that the amateur films had to be done at a later time. Winners included a video of Dust in the Wind with footage from *Please Save My Earth*, a *Devilman* video to a White Zombie song, and a video of I Got a Girl to various anime (*Orange Road*, *Maison Ikkoku*, and *Video Girl Ai*, among others). Lots of good videos here, many of which I can't remember. Thanks to Hugh Miller, for helping me remember who won.

Later on that evening, there was another packed house for the costume contest. Luckily, the staff had planned on it being popular and had a video feed to another room. Some interesting costumes here and some really good ones, too. The winners included people dressed as *Armitage*; an Ingram from *Patlabor* (this one was done by Jeff Tatarek); Koenshaku from *Giant Robo*; Totoro; Lynn Minmay from *Macross*; Tuxedo Mask and Sailors Mars, Venus, and Pluto from *Sailor Moon*; Larva *from Vampire Princess Miyu*; and Lina Inverse from *Slayers*. Some funny skits in there, too, including one with Arnold Schwarzeneggar as an AD Police officer and one with various fighting game and anime characters. Nice stuff all around.

Afterwards, I watched some more anime, including getting my first exposure to *Escaflowne* (I want to see more; sigh) and *Prefectural Earth Defense Force* (which, for some reason, I didn't find as funny as everyone else; it's OK, but nothing great, in my opinion). I wanted to watch some of the stuff late that night, like *Final Yamato* and *Crusher Joe*, but my body said, "Get some sleep," so I did. I guess I'll have to suggest to the staff that they show some more "old" anime in the daytime next year.

Sunday. Watched some more anime and played some in the video game room. I even managed to watch the dub of a couple episodes of the *Tenchi Muyo* TV series. Edward went to the anime model kit workshop and learned lots of hints; I'll have to go to that workshop next year. That afternoon was the Anime Family Feud. After seeing it, I realized that I should have played; I actually knew some of this. In depth knowledge of every anime series was not required. In fact, I will play next year. The players got some prizes and so did some of the audience.

Finally came the closing. What I saw was mostly a complaint session, but the complaints tended to be either minor or beyond the control of the staff (e.g. the hotel was too small). All in all, though, this was a good convention. I definitely plan on attending next year. I hope to see some of the people I missed this year; as I told them, I don't stick out.

Also, I believe AWA's WWW site is still up; its address is:

`http://www.anime.net/~awa`



Report on the

Anime Expo and the San Diego Comic Con 1996

-- Florencio Lim, Jr.

The 1996 Anime Expo and San Diego Comic Convention were unique this year because they were less than a week apart. Held in Orange County, California, Anime Expo started a few days before the San Diego Comic Con at the Anaheim Marriott hotel. Anime Expo boasted a impressive number of Japanese guests; during the opening ceremonies at the Anaheim Convention Center, the Japanese Guests of Honor were introduced to a packed audience inside one of the auditoriums. Among the Japanese guests were: Hideaki Anno (director of Neon Genesis Evangelion), Yoshiaki Kawajiri (director of Ninja Scroll), Hiroyuki Kitazume (character designer for Moldiver), Noboru Ishiguro, (director of Macross The Movie-Summer 84), Koichi Ohata (mecha designer for Gunbuster), Mamoru Oshii (director of Ghost In The Shell), Toshihiko Nishikubo (co-director of Ghost In The Shell) and Kenichi Sonoda, (character designer for Bubblegum Crisis).

Photo by Florencio Lim Jr.



Koichi Ohata shows off his scetch of the Gunbuster Mecha. -fl

But it was Noboru Ishiguro who spoke directly to the audience in English and said that, "We are now working on the new Kimba—The White Lion movie…and we hope Disney doesn't sue us." The crowds cheered at Mr. Noburo's remark, in spite of the fact that Disneyland was just a few blocks away. Hideaki Anno would also later utter in a panel the infamous "Too bad," remark in reference to questions from some of the audience who were confused about the ending in the Neon Genesis Evangelion. One of the most popular Japanese Guests of Honor, the normally mischievous Kenichi Sonoda unfortunately could not stay for the entire convention this year due to his work load, although that did not stop him from sneaking around & watching late night anime with fans in viewing room.

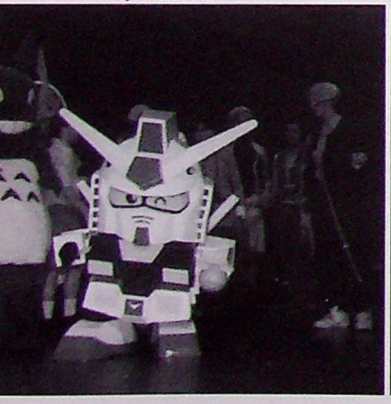
One of the highlights of Anime Expo was the guest appearances of the Japanese voice actresses from Tenchi Muyo: Ai Orikasa (Ryoko) and Yumi Takada (Princess Aeka). They appeared in their kimonos, in front of a full house, and when Ai Orikasa went into her seductive Ryoko voice and called out "Ooooh Tenchi…" the crowd went wild. However, the company Pioneer, the producer of Tenchi Muyo, made one serious blunder by bringing both the original Japanese voices and the dubbed English

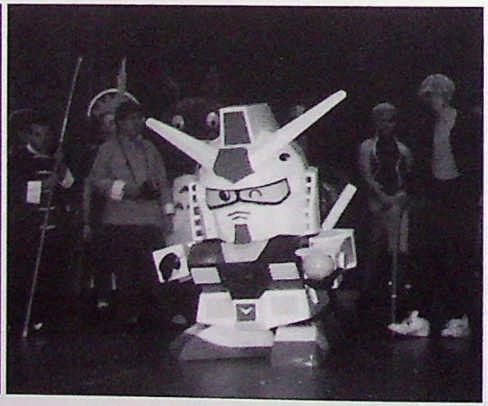
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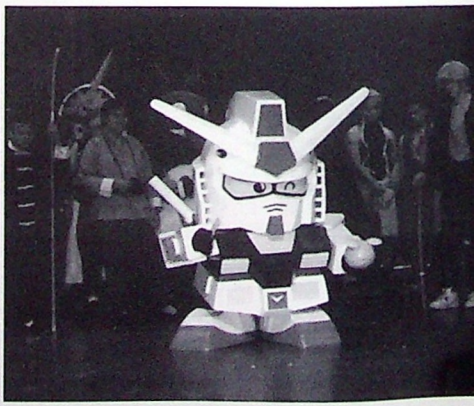


Ai Orikasa during a limited autograph session. -fl

Photo by Florencio Lim Jr.







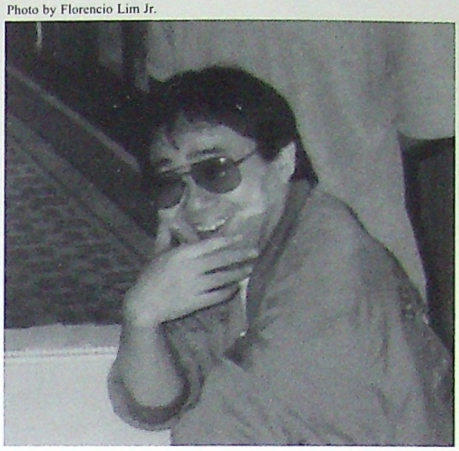
voices together under the same roof. Pioneer thought it was great idea at the time but it was obvious that they didn't take into account how temperamental actors can be or how fast their egos can be bruised. It didn't help when the audience screamed & stomped their feet when the Japanese voice actresses were introduced, while the Canadians received a noticeably less enthusiastic cheer. A few minutes later, the English Ryoko's voice actress, along with the English voice actor of Tenchi, left during the middle of the panel. The panel host, Jeff Okamoto, announced that they had a "previous engagement" as the reason why they had to leave. This was something that Pioneer should reconsider doing next year; they should keep the two sets of actors & actresses in separate panels.

Photo by Florencio Lim Jr.



Noboru Ishiguro answers a fan's question. -fl

Photo by Florencio Lim Jr.



Yoshiaki Kawajiri is caught smiling in this photo. -fl

Pioneer however, succeeded tremendously with their movie premiere of "Tenchi Muyo In Love". There was hardly a dry eye by the end of the movie and it received a long round of applause from the audience. It was played to a packed house, and there were many people standing in line who had to be turned away from the 1st showing. The 2nd showing was still crowded and the long lines would continue through the two showings at the San Diego Comic Convention. Tenchi Muyo was even a popular theme at the costume contest; there was a dog-sized Ryo-Oh-Ki that flopped her ears and cried out "Meow!" Crowds of anime fans would gather around its owner while he was fixing it with a screwdriver, and the robot-puppet kept uttering different sounds while flopping her rabbit ears.

One of the biggest highlights of Anime Expo was the Masquerade. The costumes ranged from, Action Kamen from Crayon Shinshan, a life size Totoro, (complete with umbrella) and Macross Plus's-Sharon Apple computer 'bot to the winner of the 1st prize, the Super Deformed Mobile Suit Gundam R-78. One of the funniest costumes was Video Guy - "AL". Video Guy "AL" got booed overwhelmingly by the audience & several people in the audience even screamed "Eject! Eject!"

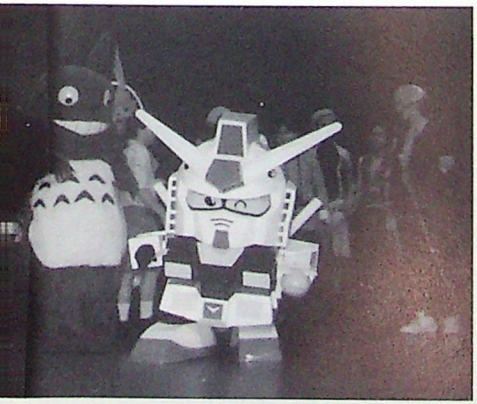
Photo by Wendell Hong

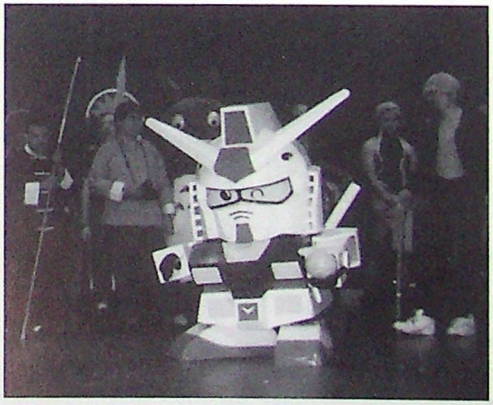


Robotic Ryo-Oki. Pretty cool the way it would move around and say things at depending what was around her. -wh

At the end of Anime Expo, all of the Japanese guest speakers said their usual thanks to the audience but it was Hiroyuki Kitazume who said that "You are all a bunch of sick people…That is why I am I returning next year" that got the audience cheering.

Is the SD RX-78 Gundam doing the Macarena? -fl





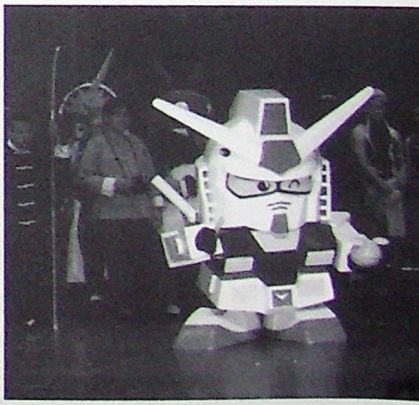
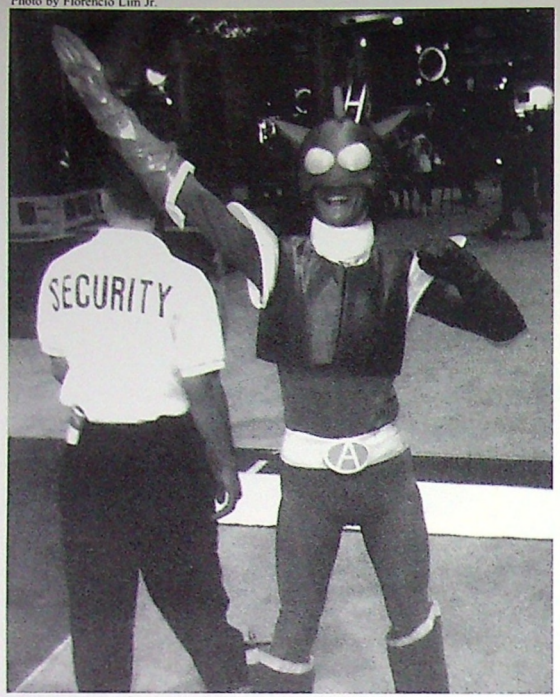


Photo by Florencio Lim Jr.



San Diego Comic Con security ignores Action Kamen. -fl

As for the San Diego Comic Convention that was held at the San Diego Convention Center a few days later, the camaraderie that was common at the expo was a lot less noticeable due to the wide variety of subjects.

There were a few big 24 hour rooms that were reserved primarily for anime showings, but during a premiere screening of Kenichi Sonoda's GunSmith Cats, one viewer in the front screamed during the screening that "I just can't buy this! Rally Vincent changing her ammo clip in mid-air defies the laws of physics!!!" (Probably a non-anime fan.) The normally quiet anime fans who were watching suddenly turned on him and yelled comments like, "It's Rally Vincent…Leave her alone!!", "Sit down and shut up!!" The unknown person who made those comments quietly sat down and never said another word, and the anime crowd gave a standing ovation for the show at the end of the screening.

As for the San Diego Comic Con Masquerade, it was a big disappointment this year. The costumes that were usually of movie-grade quality in past years were just not up to par in '96. Some of the audience members were rude, and there was a group of them that were probably the most obnoxious individuals in the history of the Comic Con. Many of them were openly hostile toward the anime costumes, and the same rude group cheered only for the male Wonder Woman. In the children's category, there was a wonderful Sailor Moon contestant that actually got some of the hostile hecklers to cheer her dance routine. In the adult category, there was a excellent mecha costume, (complete with lights and sound) from Five Star Stories, although it didn't stop the anti-anime hecklers from blurting rude comments. There was also a Sailor Moon skit that got booed big time from the same noisy group. "Action Kamen", who did quite well in Anime Expo, also got jeers from the same hecklers even though he was doing his best to go through his character's fighting poses. After the contest, there was a classic moment, when the Klingons eagerly posed with an adult Sailor Moon in the center. In retrospect, while the San Diego Comic Con by far had the greater variety of sci-fi subjects, and a far bigger crowd, the Anime Expo was more enjoyable with its air of camaraderie and sense of belonging for anime fans. In short, bigger is not always better.



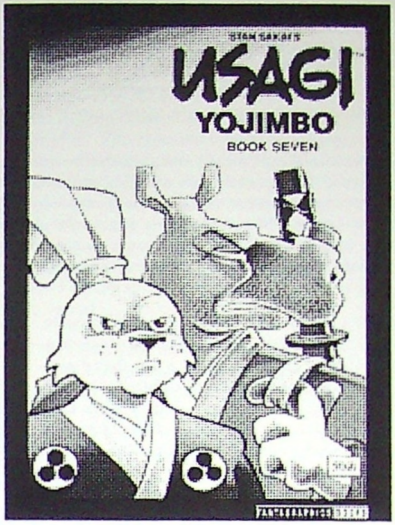
Photo by Florencio Lim Jr.

The participants of the AX96 costume contest. -fl





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FUN IN THE RISING SUN: CONVENTIONS IN JAPAN REPORT, 1996

By K.J. "Keiji" Karvonen

A CON BY ANY OTHER NAME

If you've been reading magazines like this one, you've seen a lot of reports about what anime conventions are going on around the United States, and what they're like... but what about the real deal? You know, the legendary cons of Japan, that wellspring of manga and anime coolness? Sure, every Anime and manga fan has probably thought about it: Just jump on a plane, and in a few hours you're treading the soil of the anime homeland.

And then what? Where are the cons? When do they happen? Without knowing what to do, you might as well stay home. Well, don't worry, I've done all the work for you--so sit back and let's tour some Japanese Cons! And don't forget the best part: at all the conventions I went to in Japan, I never once had to see any smarmy staff from a American releasing company patting themselves on the back for their horrible dub job!

GRAFFITI OF THE OTAKU GENERATION

The first event we're going to this time is the HARJUKU MANGA GRAFFITI COMIC FESTIVAL '96. Harajuku is a district of Tokyo that is famous for its pop culture; it's well known for its many fashion shops and media stores catering to the ultra-hip Japanese youth. It's adjacent to Yoyogi park, famous for its Sunday takeovers by rock bands and fashion Otaku (by the way--due to local pressure, the Sunday Otaku have moved to Ueno park now). For a more direct association with anime and manga, note that Harajuku is also the home of the famed Yoyogi Animation Gakuin seiyu school (voice acting school).

On August 4th to August 18, Harajuku played host to their (hopefully) continuing annual festival honoring the spirit of Anime and Manga, Harajuku Manga Graffiti (or HMG). Event Chief Director Yoshimune Sawatake and Producer Yoshio Kido were kind enough to show me around...so come along!

FINDING GRAFFITI EVERYWHERE

Unlike conventions you're probably familiar with, HMG was not held in a single hotel; it was just way too big to be housed in any single local facility. Instead, Manga Graffiti events were spreaded to separate locations around Harajuku -- all within an easy walk of the Harajuku JR station. You could pay admission to each individual location, or buy a passport good everywhere for ¥1000. To those of you planning a trip to Japan, both the Harjuku and Yoyogi stations are on the JR Yamanote line; this is Tokyo's central train line, connecting all the central districts of Tokyo.

LOST IN THE MAZE

The MG LABYRINTH was a location that included displays of computer assisted manga technology, as well as a timeline showing events of manga and anime history. It also had a collector's gallery, and a unique demonstration of an actual Manga artist and his assistants producing an actual manga right before your eyes!



At the Comic Graffiti section, event-goers had a chance to create their own messages and drawings using Macintosh computers and PAINTER software. These were then placed on HMG's net site, for virtual con-goers to enjoy. Right next to the Computer Graffiti was a demonstration of the DESIGNER, a new digital camera, scanner, and integrated color printing system. It was designed to be a turnkey system that can be used with Macintosh to digitally produce advertisements, name cards, postcards, and phone cards. I asked the saleslady in charge why the Designer system was created for the Macintosh only; she replied, "The IBM OS and hardware are not suitable for professional use!". Perhaps this explains why all of the computers I saw in use all over the festival were all Macintoshes!

Around the corner, there was a 20 foot glassed enclosure where famed sports manga creator Shinji Mizushima and his assistants produced pages of his famous baseball manga Dokaban. Mizushima, the writer of the manga, is considered the creator of the work-- rather like Haruka Takachiho and his Dirty Pair.

Their speed and accuracy were amazing: a comic assembly line with the writer at one end, and ready-to-print finished paged at the other, complete with color covers. I asked my guide, Chief Director Sawatake, how long it took them to produce each page, and he replied that they finished a comic page every 15 minutes! He continued, "This team produces up to 46 pages a day. They've been producing this comic for 15 years."

MAJOR MOTION PICTURES



A double theater was set up for the HARAJUKU ANIME THEATER, were animated films originating from Japan were shown alongside such American efforts as Batman: Mask of the Phantasm, Hunchback of Notre Dame, and James and the Giant Peach. There were some famous speakers as well, including familiar names like Monkey Punch, Tomino, Oshii, Mikimoto.

FREE MARKET

For those with a yen to spend money, a square outdoor lot was set up for dealers, called the MANGA FREE MARKET. One of the main sponsors of the event, KADOKAWA SHOTEN, had their own section where they were promoting their headliner manga and anime; including the new X and Slayers Return movies. On the last Sunday of the festival, a stage was set up here for the costume contest.

HALL OF FAME



At the AWARDS HALL, the winning pages from the works that won MG AWARDS this year were displayed, including titles as familiar to Americans as *Gon*. Awards were given in categories including BEST MAGAZINE, BEST DOJINSHII and BEST NEW MAGAZINE. A display board was also present, showing the many facets of manga media including game software, background music, and anime films.

For those craving relaxation, in the center of the hall was the COMIC OASIS: a set that appeared to be a comfortable comic library, with gentle music for reading, a window with a restful view, and even artificial cicada chorus! There was also a display showing a typical work area from the early days of Japanese comics. This display was complete with antique art supplies, furnishings, and appliances ...even a 1916-era mousetrap! Near the end of the hall, a set of computer workstations were set up so examples of the ever expanding field of CD-ROM manga could be enjoyed. A ballot box stood ready for votes for next year's awards.

Those planning to visit Japan, and interested in seeing next years HMG, should write to:

HMG
6-5-3 Ga-Z Square, 4th. floor
Jingumae, Shibuya-ku
150

DRINKING DEEP AT NOMICON

第35回 日本SF大会
コクラノミコン
The 35th Japan SF Convention
1996/8/23-25

It's shouldn't be a surprise that Japan has its national equivalent of World Con. This year, The All-Japan SF convention was called Kokura

Nomicon, held in Kyushu.

MONSTER VIDEOS

After an opening address by the convention committee, a video presentation was shown detailing Kyushu's proud custom of being attacked by giant monsters! In the grand tradition seen at such events as DAICON, NOMICON presented it's own Opening Animation. Produced by a group known as TOYMEDIA DESIGN, the OA was a combination of traditional cel work with 3-D modeled animation. The story? The convention hotel transforms into a huge robot (resembling a shrine maiden) to defend Kushuu from a giant, mutated Otaku who is attacking in his undershorts- while dragging a bottle of sake'!



GUESTS OF THE FAMILY

The convention was attended by many illustrious guests, including Haruka Takachiho (creator of *Dirty Pair* and *Crusher Joe*), Koichiro Noda (President of Nihon Tele-work K.K. , and famous translator of American science fiction novels), Leiji Matsumoto (creator of *Captain Harlock*, *Yamato* etc.), and my own benefactor, Yasuhiro Yonezawa (manga critic and chairman of Comiket, the biggest convention in Japan).

ROOM FOR DEALERS

Oddly enough, there were *two* dealers' areas: a small hall that ran all through the convention, and a huge comic market style hall that was only open on Sunday. This was the realm of the dojinshii producers, and their related self-produced goods. On display in the hall was yet another attraction: the original car used in the *Ultraseven* series!

COSTUMES REQUIRED

There were some wonderful costumes at the con, even though the costume play was the last event on Sunday. Artist Ippongi Bang attended the convention wearing a great Chun Lee costume, one attendee dressed as an 50's era anti-Godzilla type JSDF soldier; and believe it or not, one fellow dressed as a Monty Python style Gumby! The Japanese costumers were excited to meet me, their first American costumer, and gave my *PATLABOR* uniform a great round of applause. Game costumes seemed to outnumber all other types at Nomicon, particularly among the girls. I asked about this, and was told that this is because fighting games like *Virtual Fighter* and *Fighting Vipers* are most popular among girls in Japan!

THE FEW, THE BRAVE

Nomicon had a surprisingly small attendance, some would say because the con administration changed only a short time before the convention. When the convention changed administrations, they sent a letter to the prepaid member (who had paid ¥5,500 for their memberships and informed them that the convention membership price had risen to ¥30,000! Perhaps due to this problem, the convention attendance was below 2000.



EVENT HORIZON

The events were more personal and fan-oriented; the two events I attended were for camera otaku (people who love to take pictures!), and amateur filmmakers; my favorites were the works by BUDDHAFILM (who produced a hilarious send up of sentai shows titled UKIYO SENTAI BUDDHAMAN) and Seijiro Suga (who did a great parody of *Star Trek* called *Star Truck*). However, this made the convention smaller and more intimate: Nomicon seemed more of a gathering of old friends from all over Japan than a hectic convention.

Thanks for coming, see you again soon!



Anime America 1997
When: July 31 - August 3, 1997
Where:
Cost: $45, $40 if pre-reg before June 15
Contact:
Anime America
P.O. Box 360782
Milpitas, CA 95036
email: anam97@aol.com

Anime Expo '97
When: July 4 - 6, 1997
Where: Los Angeles Airport Hilton and Towers Hotel
Contact:
The Society for the Promotion of Japanese Animation
Anime Expo 1997
530 Showers Dr, Suite 7-287
Mtn View, CA 94040
email: info@anime-expo.org

Anime Express
When: April 25-27, 1997
Where: Instructional Center, Embry-Riddle Aeronautical University, Daytona Beach, FL
Cost: $5 until April 11, 1997, $10 at the door
Contact:
Anything Goes Anime Club
Dept. of Student Activities
Embry-Riddle Aeronautical University
600 S. Clyde Morris Blvd.
Daytona Beach, FL 32114-3900
email: ag_anime@db.erau.edu

Anime North
When: Aug. 9, 1997
Where: The Michener Institute - Toronto, Ontario, Canada
Cost: CAN$8 until March 31, CAN$10 until July 15, CAN$12 at the door
Contact:
Anime North
c/o Donald Simmons
P.O. Box 24090
Dufferin Mall Postal Outlet
900 Dufferin St.
Toronto, Ontario
M6H 4A0
email: dfs@interlog.com

Anime Weekend Atlanta
Contact:
Anime Weekend Atlanta
P.O. Box 13544
Atlanta, GA 30324-0544
364-9773
email: awa@anime.net

AnimeFest
Contact:
(817)571-1900
email: Animefest@mail.wdn.com

ChibiCon
Contact:
ChibiCon
c/o Atlantic Anime Alliance
P.O. Box 10371
New Brunswick, NJ 08906-0371
email: anime@ic.sunysb.edu

Fanime '97
When: March 8, 1997
Contact:
Fanime Con
P.O. Box 8068
San Jose, CA 95155-8068
email: info@fanime.com

Far East Expo
Cost: $30 until February 14, $40 at the door
Contact:
Far East Expo
P.O. Box 10371
New Brunswick, NJ 08906-0371
(908) 719-9770
email: fareast@net-lynx.com

I-Con
Contact:
I-Con
P.O. Box 550
Stony Brook, NY 11790
(516) 632-6045
email: icon@ic.sunysb.edu

KatsuCon
When: March 7-9,1997
Where: Holiday Inn Executive Center in Virginia Beach, Virginia.
Cost: $30 until Feb 14, $40 at the door
Contact:
Katsu Productions Ltd.
P.O. Box 11582
Blacksburg, Virginia 24062-1582
email: katsucon@vtserf.cc.vt.edu

OTAKON '97
When: August 8 -10, 1997
Where: Marriott's Hunt Valley Inn, Baltimore, MD
Cost: $30 until March 1, $35 until June 1, $40 until July 16
Contact:
Otakon 1997
661-A Waupelani Drive
State College, PA 16801
867-3478
email: info@otakon.com

Project: A-Kon 8
When: May 30 - June 1, 1997
Where: Harvey Addison Dallas, Texas
Cost: $30 for 3 days.
Contact:
Phoenix Entertainment
3352 Broadway Blvd. Suite 470
Garland, Texas 75043
278-6850
email: phoenix@cyberramp.net

Anime Convention Schedule 1997

J-pop

Peter Payne

It's a warmish day in May, a Saturday, and the happenin' Tokyo young people are out in force. I stand in the Anime Heart of Tokyo — the "concrete grassy knoll" across the street from the **Studio Alta** TV in Shinjuku. It was on this ten-foot-tall screen where Eve sang her famous "get up now time, now time for me" song in *MegaZone 23*; down the steps back into the station is the "XYZ" message board, which people use to contact *City Hunter's* Saeba Ryo; and **Manga no Mori**, the original four-story all-manga bookstore-come-firetrap-waiting-to-happen, is only a stone's throw from the also-famous **My City** department store. To anyone who loved 80's anime, this was *home.*

I check my watch. Ten minutes to go. I take out my microcasette recorder, mumble something into it, and put it away. Take a note, Diane. The owls are not what they seem.

My life, I ponder, has been an interesting journey so far. I was born in faraway Maryland, where they don't have *wasabi* or *natto* and you can never find green tea flavored ice cream at the local **A&P**. I was the same as any other (slightly introverted) American kid; Cream of Wheat™ for breakfast, reruns of *M*A*S*H* after school, *Star Wars* figures, singing along with the *Land of the Lost* theme.

Yet the whole time, I was tied...to this place.

The woman I was waiting for was Chaka. She says she got the nickname because she was *chaka chaka shiteiru* (always full of energy), although she once confided in me it was really because she loved the music of Chaka Kahn when she was in high school. She is half of a band called **Psy-s**, one of the Great Names the Anime Fans Mis-pronounce (it's "size," trust me), and one of my Gods.

In case brilliant lights of recognition aren't going off in your head right now, Psy-s is a band that has been around since 1986 or so. Their anime works include the soundtrack to **Toy**, and the "Angel Night" credit theme song used in City Hunter. I love this band, and thanks to a shirt with a big American flag on it, worn to a concert, and a well-



timed fan letter, I was now going to meet my idol.

While some reading these words won't know TRF from REM or Amuro Namie from Amuro Rei, or think that **Dreams Come True** is a slogan for the Califor-



Dreams Come True

nia Lottery, there is a whole spiral arm of the *otaku* galaxy dedicated to Japanese music, generally called **JPOP** by its aficionados.

A New World

Japanese pop music isn't new or anything, of course. Like Peruvian barbecued chicken, it's always been there,

waiting silently on the other side of the North American Pop Consciousness door. There are literally gobs of singers and bands which release millions and millions of CDs a year.

Like **Sakai Noriko**, who you may know from the opening themes to Video Girl Ai and Gunbuster. Originally an "idol," Noriko has worked hard at making the switch to the mainstream, and has recently appeared in a drama in which she plays a deaf nurse, acting entirely in Japanese sign language [Heaven's Coins. See: BWD, Animeco #4 — ed.]. With Japan's increasing focus on neighboring Asian countries, "Nori-P" has found fans in China, Taiwan, and Hong Kong, and has even released some CDs performed in Chinese. She is also the baby of the Internet, with dozens of homepages dedicated to her.

Then there's **My Little Lover**. This spiffy band (made up of AKKO, KENJI and TAKESHI) is bringing a fresh, green wind to the JPOP scene, with their album "Evergreen" and their new "Internet CD" entitled "Alice in Wonderland." If I were to jump out of this magazine and force you to listen to JPOP, it would be MLL.

But the undisputed god of the JPOP scene has to be **Komuro Tetsuya**. If you've ever marveled at such lyrics as "get chance and luck", "listen to the music over night", "crazy, gonna crazy", "body feels EXIT" and "everybody have a joy," then you've tasted TK's talent. Originally one of the members of TM "Get Wild ending theme to City Hunter" Network, he has gone on to be the #1 producer of music in Japan. His projects include **TRF**, **Kahara Tomomi** (nice voice, but her personality is pure "C-ko"), and H.A.N.D. (a Japanese rap group — their name stands for "have a nice day"). A recent posting showed 34 of the top 100 singles of 1995 to be part of the "Komuro Family."



trf

TK's biggest project, and the current #1 band in Japan, is **GLOBE**, a three-person band which includes himself, lead singer Keiko, who reportedly slipped and fell off the stage accidentally at her audition, and Mark Panther, a half-Japanese half-French rapper (I'll bet you didn't know there were any of those left around these days, did you?). A close number two is **Amuro Namie**, a young, talented singer from Okinawa whose sexy "show that belly-button" style is causing a generation of high school girls (called "Amuro-ers") to copy her mini-skirt-and-tan-body look, which makes walking through the narrow streets of Harajuku all the more enjoyable. Her latest album, "Sweet Sweet Nineteen Blues" sold over three million copies.

If you want to find out more about JPOP and don't live in Japan, the best place to start is the Internet. (If you don't have Internet, you don't exist, so you can't be reading this article. Therefore everyone reading this has Internet.)

Bonsai's JPOP Pages, at `http://www.net5.co.jp/~bonsai/index-s.html`, represent the single best cyber-resource for the Japanophile. `http://www.makura.com/paul/japanese.html` is a close runner-up: you can find links to JPOP pages, and also buy Japanese-style pillows. `http://www.hkstar.com/~delanck/hotlink` has a nice straight-forward format and many good links. If you can read Japanese on your computer, the official Tetsuya Komuro homepage, located at `http://www.komuro.com`, is quite good. **J-List**, at `http://www.jlist.com`, is a source for buying various Japanese pop items.

Finally, there are the mailing lists. The main e-mail mailing list for discussing JPOP can be joined by sending a message to `majordomo@tcp.com` and typing "`subscribe jpop (your address)`". Other mailing lists exist for


Amuro Namie



Shizuka Kudo, Noriko Sakai, Chisato Moritaka, Japanese dramas, and more.

Epilogue

Chaka showed up some minutes later, smiling and wearing dark glasses just like a real Famous Person. We went to Hard Rock for lunch, then hit a karaoke box. To sing karaoke with my favorite Japanese singer was a dream come true.



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Animation Studio White Radish: What We Do and How We Do It

—Shawn the Touched

We're still a small company, but we've had a good amount of publicity from the west coast (and recently central) anime conventions, due to our various animated shorts shown during their opening ceremonies. This article is about how animation is made, and our methods in particular.



Concept/Story

We have many stories waiting to be told, but even so, sometimes a new one has to be created — to fit a particular length, for instance. For the convention pieces, we couldn't use any of our pre-existing ideas, since they would either be too long or unsuitable for use as a convention opener. So, as was done in The Item, we have a brainstorming session. Everyone involved is encouraged to throw out ideas for a new feature, and then it's up to the director to form a story out of them.

Scripting/Storyboards

Whether it's a long-planned feature or a newly-brainstormed short, this is where the feature is concretely plotted out. With us, it has so far been the director who scripts and storyboards the project, perhaps handing off rough boards to be cleaned up by someone else. The storyboards are now the blueprint of the entire feature, and each animator is given a copy. The director's copy is posted on the wall for all to see, and shots are marked off as they are completed and approved.

Animating

We use standard Acme-punched 12-field animation paper, cut down to 9.5 x 10.5, except for pans and backgrounds. When a shot has been roughed out according to the storyboards, it is shown to the director for approval, and sent to the pencil test stage. It is then cleaned up, inked, and given to an assistant animator to be tweened. Another pencil test follows this procedure. If all is well, it then goes on to inks.

Inks

Inking is done on a new piece of animation paper. There are no acetate cels involved in our studio, since all coloring and effects are done on computer, but we nevertheless call the completed inks "cels." If time allows, there may be a third test made of the inks, to ensure there's no "Jell-O effect" caused by a wandering pen.

Scan & Paint

Completed inks are given, along with an exposure sheet, to the scanners, who scan and process the cels for painting. Cels are painted according to color charts, specifying RGB and HSL color values for each element of a character or object, and a palette coordinate, if one exists. It is during or directly after this stage that any needed special effects (such as glows) are composited, along with background elements, which are generated through a combination of 3D computer modeling and hand painting. Special effects may be added in a variety of methods, including a modified blue-screen technique, rotoscoping, and standard superimposition.

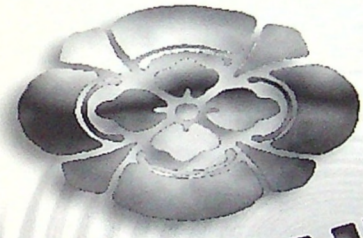
Sound & Music

On all previous projects, the video was rendered as Quicktime™ movies for timing purposes, then output on a 3/4" VTR with frame-by-frame control. We then added the sound and voices on one of the two tracks, and music on the other. Now, everything is composited on a Pentium using Adobe Premiere™ and a non-linear digital video suite. The sound effects occupy one track, the dialogue a second one, and the music a third. This method allows us to output a much cleaner and sharper picture and clearer sound than was possible before, and there are plans to re-master The Item in this way.

For the sake of space, I've had to describe this in more general terms than I'd have liked, but I go into much more detail in the WR Companion (available through mail order, on the web page, or at a number of upcoming conventions). If you're interested in working in animation (especially with us), please contact us through any of the following means:

White Radish
P.O. Box 692015
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(209) 823-0773
w-radish@inreach.com
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But We

Christina Chun & Wendell Hong

Wendell: Rumors, Rumors, & more Rumors! The Internet's full of them! Seems like the latest trend is "I've heard (fill-in-the-blank-here) company is going under."

Christina: (the gossip-monger) Oh? You've got some juicy tidbits for us? ^_^

Wendell: Well, we here at BWD like to go straight to the source of rumors like this. Most of them are wishful thinking. For instance, rumors have been going on that AD Vision has over-spent their budget and will be filing for bankruptcy. Another is that AnimEigo is up for sale. When we asked both companies, we found neither could be further from the truth right now. On top of all this, like most Internet gossip, you can't trace the source of those rumors to anything (or anyone) credible...

Christina: Ah, and I was thinking that someone, somewhere, -had- gone under... that would make for interesting reading, I'd imagine! By the way, some of you may be familiar with that smiley I used previously, and others not: for those of you who have a hard time making out what (^_^), (^^), (^.^), (~o~), (~_~), (_\), (@_@), (+_+), (*_*), might be, take a look at this page for a comprehensive list of Anime/Japanese-style Smileys:

<http://i1nws2.fukui-u.ac.jp/~nakamura/facemark.html>

For fuller appreciation you might want to hit Shodouka first and type in that smiley URL into the location blank. Have I talked about Shodouka before? o_O (inquisitive look) It's been available for a while now, but certainly worth a mention in my book. Shodouka's a wonderful thing for any anime connoisseur — it automatically decodes Japanese pages and makes their Japanese visible to those of us who don't have Japanese fonts installed in our Web Browser programs. Neat, huh? *_* (starry eyes) Now all we need to do is -learn- Japanese.

Wendell: Well, in other news, the Anime Turnpike (you can find just about any anime/manga web page here) at: **http://soyokaze.biosci.ohio-state.edu:80/~jei/anipike/** decided Limelight (publisher of this fine rag) didn't count as a US anime company although Protoculture Addicts -did- count because they're more well known. Go figure, eh? Why not visit the page and e-mail Jeff Fubler Harvey and let him know what you think?

Christina: Well, we haven't started translating manga or anime yet, have we? Any plans on that one?

Wendell: Neither is Protoculture Addicts but they're listed in as a US anime company...

Christina: Anyhow, I say we CARD the Jeff-meister. That's right. Send him an anime e-card, courtesy of Anim-E-Card (duh), which supplies some cute illustrations at <http://www.csclub.uwaterloo.ca/~tleung/card>. The only catch? I believe you'll need a frames capable browser to take advantage of this site. Drat. Back to you, Wen, while I try to upgrade the software on my poor computer here! ^_^;; (Gotta love those smileys)

Wendell: While looking about for references to JASH I found this:

```
Anfal: The Kurdish Genocide in Iraq

by Khaled Salih

Gvteborgs Universitet

Iraq and the Kurds: a bibliographic essay (1)

After this initial assault, ground troops and JASH (pro-
government Kurdish militias) enveloped the target areas
from all sides, destroying all human habitation in their
path, looting household possessions and farm animals and
setting fire to homes, before calling in demolition crews.
```

Digress

ANIME AND THE INTERNET



Wendell: Spot the JASH reference? Found this at: **http://www.xs4all.nl/~tank/kurdish/htdocs/his/Khaledtext.html** ...for any of you that think I'm just making this up...

Christina: You're making this up, right? Oh-kay, maybe not. Boy, what a scary thing, to have people think that's what JASH is all about. Although I know a few RP gamers who enjoy that sort of thing, only in the context of fantasy, you understand. (DIE, you orcs! DIE, you demon-like entities! *insert digitized sound effect of sword slashing here*)

Wendell: Also found this bit of craziness in the AWA topic awhile back before AWA actually started:

Category 18, Topic 21
Message 117 Sat Aug 17, 1996
S.DAHLIN [Yoji] at 19:23 EDT

xxxxxxxxPRE-PRE-AWA Newsxxxxxxxx

Top Ten Things You Shouldn't Say Out Loud At AWA

10. Now THAT'S what I call a tan line!
9. I KNEW Bobby would catch mono from that unsaved(?) chick!
8. Is that a beard or is a live rat trying to force its way down your throat?
7. Why, as a matter of fact, I DO have an extra VCR!
6. To HECK with Gundam! It's Crayon Shin-Chan for me!
5. These Japanese cartoons are OK, but Filmation still #1 in MY book!
4. What are we gonna do? Robotech is DYING!!!
3. I don't care WHAT you say, I STILL think it all looks like Speed Racer!
2. Why, as a matter of fact, I DO have an extra Play-Station!
1. Are y'all gonna show that cartoon with Izzy in it? Huh? ARE YUH?

Christina: Ha! I love #8. As for #2, I think I'd have to live in Atlanta during the Olympics to fully appreciate NOT having a lumpy purple puff as the city mascot. Lucky you live Hawai'i.

For the record, I liked what little I saw of the old Speed Racer. One of those techno mixes by Alpha Team with Speed Racer sound effects and dialogue was pretty interesting, too — not to mention just a little raunchy. (Had to get the right CD, I guess...)

[Pop!]

Bill: Speaking of Speed Racer, did you guys know that the new Speed Racer came out in Japan in mid-January of '97? Cool, huh?

[Poof!]

Wendell: Hey look, a cameo appearance by the publisher! So you find anything of interest during -your- cyber (or otherwise) travels Christina?

Christina: Well, since it looks like we're running out of space here, I think I'll close off on a somewhat somber note, from our very own ever useful and astute Roy Sato. ^_^ For those of you who care about old time anime and long-time classics...

—

Date: Wed, 9 Oct 1996 09:42:53 -1000
From: Roy Sato <roys@htdc.org>
Subject: Fujio Fujiko

I forgot to mention that a couple days ago, the great Fujio Fujiko, creator of manga and anime like Doraemon, Gegege Kitaro, Obakyu, Kiteretsu and a bazillion other anime that has his unmistakenable style passed away at the age of 62 from liver problems. His funeral was aired on Japanese news two days ago and 3,000+ fans and artists, kids and adults alike showed up to pay respects to him. Around his photo that hung above his coffin was drawings of all the characters he created and the family thanked all who paid respect by passing out thank you cards with a special telephone card that had drawings of Doraemon characters. A sad passing of a great artist.

—

Wendell: Indeed a sad passing. Doraemon is practically the equivalent of Mickey Mouse here in the states.

On a lighter note, I'd like to mention the Sakurasoft game,

Continued on page 33

WHAT'S THIS? by Eric Kihara

A guide to Japanese Animation Society of Hawai'i's Programming

Angel Cop:

We have already shown the first of the series so we're going to finish it up I guess. In parts 2 through 4 we find that a group of psychics working for an unnamed group are trying to destabilize the world economy in order to make Japan the dominant world power. The special police force must team up with a mad scientist and a former member of their team (who was badly injured in the first episode and has since become a cyborg with more metal than flesh) to stop them. Mass destruction and carnage abound.

Dancougar:

We continue the story of the Dancougar team as the end comes for general Desgaya. But the war goes on and newer (and nastier) bad guys are here to take control of the earth forces. We also get to see a few new surprises from the Dancougar mecha.

DNA 2:

We will be doing a quick recap of the previous four episodes before continuing on with this series. After the recap we will continue with the next episodes which introduce Ami's best friend Kotomi who has a problem that, in its own way is as bad as Junta's original problem.





Open the Door:

This is a relatively old show, but is still a pretty good movie. It is the story of a young, bored college girl named Neko (a nickname, but her real name escapes me as it was mentioned only once). Neko is not quite ordinary, however. She has the power of telekinesis, and when she and her friends (who are also endowed with psychic powers) get sucked into another dimension where she is hailed as a reawakened hero, she is faced with the burden of leading troops into battle. There are plenty of cool characters and scenes in this movie, but be warned that it is somewhat on the old side. It contains violence, some nudity (don't blink), and a giant polka-dot dinosaur.

The Samurai:

Some of you may have caught this at the November meeting, but due to all the scheduling problems we had at the end of the year, we will be showing this hilarious comedy again. The show is basically about a young man who dresses in traditional samurai clothes and is taking after his late father as a master swordsman. It is also about a couple of sisters who are from a ninja clan and are intent upon retrieving a sword that their father lost to his during a duel. There is some nudity and a lot of violence with little blood (sort of like a Ranma battle).

Fairy Princess Ren:

I saw this one subtitled and I'm still not sure I get it. It's basically three plots running alongside each other and touching at the edges. The first is that of Ren, a fairy who has come to earth is search of a magical treasure of "heart" and finds that due to language differences, all her speech comes out as nonsensical parables. The second is the story of the conflict going on between the fire department and the department of parks and recreation. The third story is of Go who is in search of a fabulous treasure when he finds Ren and is convinced that she will lead him to the treasure. Go's sisters (I think there are five identical sisters) are everywhere entangled in the stories and I can only say, "What a family!"

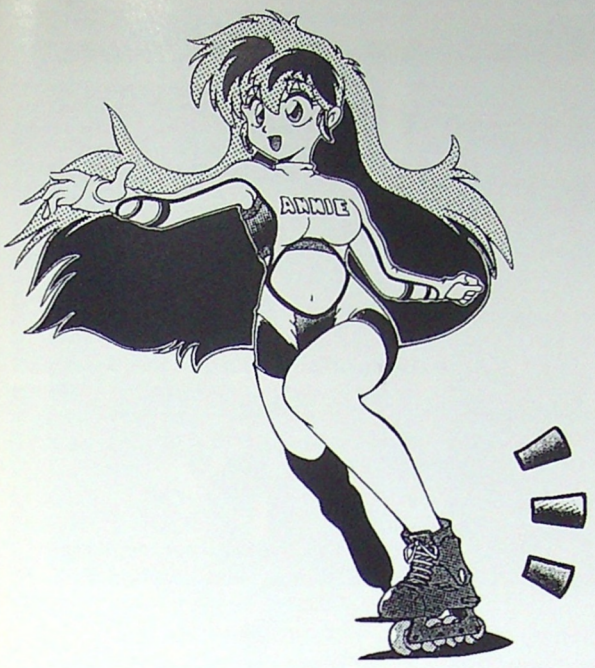
Something.

The publisher told me to put something here, so I did. -- ed.

Marmalade Boy:

Due to unforeseen circumstances, we did not get to show this as we had hoped. Therefore we will be showing the programs a few months later than planned. See last quarter's issue for the scoop on this show.





Japanese Animation Society of Hawai'i
Programming Schedule

February

Dancougar — Subtitled
Angel Cop 2 — Subtitled
Marmalade Boy — Subtitled
DNA² — Subtitled

March

Dancougar — Subtitled
Angel Cop 3 — Subtitled
Open the Door — Subtitled
Marmalade Boy — Subtitled
DNA² — Subtitled

April

Dancougar — Subtitled
Angel Cop 4 — Subtitled
Fairy Princess Ren — Subtitled
The Samurai — Subtitled
DNA² — Subtitled

Note: Subject to change at no notice at all!

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Company Messages

A.D. Vision

Anime Titles A.D.V. won't be releasing this X-mas.

Bargain Hunter Yohko
Cutey Honey meets the Honey-Nut Cheerios Bee
Megami Paradise, Hawaiian Style
The Evangelion King
The Blue Seed Lagoon
Super Artichoke 2
It's the Curse of the Undead Yoma, Charlie Brown!

Season's Greetings
from everyone at A.D.V.!

AnimEigo

AnimEigo, Inc. would like to thank all of their fans for the support that they've shown throughout the year! We are going to "mix things up" in 1997 with live action Samurai films and Anime. Starting in January we will be releasing two Samurai Cinema (Lone Wolf and Cub, The Razor and Sleepy Eyes of Death) titles *every other month* and an Anime release *every other month*. Urusei Yatsura fans will be glad to hear of UY TV Vol 19 in February (available direct From AnimEigo starting December 4th). Look for Crusher Joe Movie and OVAs coming this Spring!

Books Nippan

Books Nippan is proud to announce the JNA Animation Soundtrack label - a joint venture between JVC and Books Nippan to release domestically manufactured Anime soundtracks.

Look for: Lodoss War Vol. 1-3, Iria, Battle Skipper, Video Girl Ai Vol. 1-2, Kimagure Orange Road, Here is Greenwood, Memories, Macross II, New Dominion Tank Police, Silent Mobius Vol. 1-2, and Megazone 23 III. If you can't find it in your store ask for it!

Happy New Year from Books Nippan!

Central Park Media



Manga Entertainment

Manga Entertainment proudly announces the February 25, 1997 release of "Street Fighter II V" Volume 1 (The Japanese TV series). Released monthly, this ten volume set is the latest incarnation of one of the world's most highly recognizable brand names in the video game industry. Originally released in Japan as a weekly television series, "Street Fighter II V" promises to be one of 1997's most talked about "anime" titles.

SRP $19.95 (Dubbed), $24.95 (Subtitled). Three episodes per 70 minute volume.

Pioneer LDCA



R. Talsorian



Software Sculptors

It's been another exciting year in Anime, and with our first ***Not for Mainstream*** release, **Here is Greenwood!**, we have broken new ground in the industry. Judging by the reaction we have received from you so far, it looks like it was a good decision to bring it over. We are also proud to break new limits with our release of our ***Retro-Anime*** series, **Dancougar**, and coming soon, **Machine-Robo!** By giving you hours of Anime on a single tape at a reasonable price, we hope to continue to earn you loyalty and respect.

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Submitted For Your Discretion...

Reviews on anime & related media

VIDEOS

Neon Genesis Evangelion Genesis 0:1



© GAINAX / Project Eva. • TV Tokyo • NAS
© 1996 A.D.Vision, Inc.

I will NOT give anyone a hint of the story. I feel that that is something that you, dear readers, should experience first-hand. I will say that as a series, Evangelion started with a bang and promises to be as popular here as it is in Japan. Basically, this review will be about characters and some of the more interesting and unique characteristics about this series.

First I'll give you all the hype that I've been hearing and some of which you have heard yourselves. "Evangelion is good, great, the best series I've seen", and other similar praises were common among everyone who saw that show. "ADV paid BIG BUCKS for it so it must be good", was also mentioned. "It's the hottest thing on Japanese TV..." You get the picture. Well, all this hype and yet NO ONE COULD GET ME A COPY OF THE *&$@#@ THING!!! (*sigh*) After all that hype and waiting, ADV's latest venture better blow my socks off.

The results: Left sock found on top shelf, Right sock still missing (last seen flying out the window).

One thing that stood out was that none of these characters are the stereotypical anime heroes/heroines. They all have very realistic flaws and almost all of them are far from perfect... a touch of realism that I like. Character development as well as conflict is present and leaves a lot of room for growth and exploration. Not much of that in a lot of domestic animation in both movies and TV. Each of the characters has something that irritates you, yet they all have a hidden quality that makes you want them to have a happy ending. While it is not a soap opera, the interpersonal relationships/conflicts have a lot of potential.

And all you action/giant robot fans, well there is a lot of that present as well. Without giving away the plot or storyline, I have to say that all the hype that I've been hearing is true; the story, while not really unique, is presented well, and the development of both story and characters promises to be worth watching. If you decide not to watch this, I just hope you won't regret it. By the way, if you're still wondering about my overall opinion of this show... read the second sentence in paragraph two. (I won't repeat hype, but well, I give credit where credit is due.)

— Vid~Kid

Miyuki-chan in Wonderland



© 1995 CLAMP / Sony Music Entertainment / Kadokawa Shoten / MOVIC
© A.D.Vision, Inc.

Take the all female artist group known as CLAMP, two stories from Lewis Carroll, and a handful of the best and brightest voice actresses in anime.

Put them all together and you'll get *Miyuki-chan in Wonderland*, a delightful romp through the tales of "*Alice in Wonderland*" and "*Alice Through the Looking-Glass*"; with a young Japanese high school student named Miyuki. Created by CLAMP (also responsible for *Magical Knight Rayearth* among others), "*Miyuki-chan in Wonderland*" features the sanity-bending adventures of Miyuki as she gets dragged into one weird tale after another.

After being passed by a bunny girl on a skateboard, Miyuki gets to Wonderland by falling down a hole, she then gets pulled through a mirror by her reflection. These short stories are vastly amusing and full of titillating scenes (sort of surprising since the artists are female shojo manga artists and writers). The videos also star some of the most noted names in the voice acting business, including Kikuko Inoue, Ai Orikasa, Yumi Touma, and Hekiru Shiina.

All in all I found this to be a pleasant video. I was a little disappointed to find that it was shorter than I would have liked (one or two more short stories or taking the original story and expanding it would have been nice) but I was not at all displeased with the artwork or the quality of the subtitling. At about thirty dollars this video may be a bit pricey for what you get, but I'm glad that I saw it and I'll probably be adding this title to my collection.

— Eric Kihara

GUNBUSTER



© 1988, 1990 Victor/Gainax/B.M.D.
© 1996 Manga Entertainment Inc.

Haven't I seen this before? I could have sworn somebody else released *Gunbuster* not so long ago. Not that it really matters, for this six part OAV series from Manga Video is to me one of the all-time classics. Where else would the Great Ones work together to produce a work of art? You've got Haruhiko Mikimoto, my favorite character designer, Hideaki Anno as director and producer, Yoshiyuki Sadamoto as the animation director, Noriko Sakai as the singer of the opening and the closing theme songs, and various other talents. With all these people, can it be anything but fantastic?

Though this OAV series is a little under ten years old, I've enjoyed rewatching *Gunbuster* more than some of the new anime releases. Everything about this anime was a blast, ranging from the strange but hilarious shorts that try to explain the "science" behind the technology, to Noriko's bouncing...er, never mind.

Episode One starts off with Noriko Takaya explaining her famous father's death. She is in some kind of all-girl high school that trains robot pilots. Noriko soon becomes good enough to earn the "privilege" of fighting against the evil aliens in outer space.

In Episode Two, we are introduced to Jung Freud, the buxom red-headed Russian ace. All's not well in outer space, as the Earth forces discover an object travelling near the speed of light. Kazumi and Noriko are sent to investigate, with Coach Oota as backup.

In episode Three, the Earth forces are ready to engage the enemy aliens. They encounter the enemy, and Noriko experiences her first battle.

In Episode Four, the Earth forces are in retreat and soon take off to the relative safety of hyperspace. But guess what, the aliens can attack them there too, and the Earth forces prematurely exits out of hyperspace, revealing to the enemy where Earth is.

I'd summarize the last two episodes, but I wouldn't want to ruin the ending for those who haven't seen it yet. The whole show just screams parody, and yet it has a rich story of its own. For once, characters obey some of the basic laws of

physics, such as the time dilation effect as explained by Einstein and Lorentz in the Theory of Relativity. Yet, the show is somehow silly, even when the scene is rather serious, like when Noriko loses it when she is exposed to space once more, and you see her robot break down and cry. This is a must-see OAV series and I can't recommend it enough.

— Eddie A. S. Mak

Junk Boy



© 1996 Yasuyuki Kunitomo/Futabasha Company/Victor Entertainment, Inc.
© 1996 Manga Entertainmet, Inc

I'd like to start right off the bat by saying that it is not dubbing that I dislike, it is *bad* dubbing that I dislike. To be quite frank, the dubbing on this show is about as good, if not better than 90% of everything on the market, but the show is not one that should have been dubbed. I saw the Japanese version a long time ago and was not impressed, and am even less so now that I understand what the characters are saying.

Junk Boy is about a young man named Ryohei Yamazaki, who has just landed a job at the magazine Potato Boy (a *Playboy*-like magazine). Ryohei is chosen to evaluate the photos of the magazine by his rather noticeable physical reactions. I've seen (and even reviewed) stories with characters that were every bit as *sukebe* (perverted) as this guy, but most of the others had at least a few sterling qualities to save them from being completely obnoxious. Sadly, Ryohei has no such qualities. I'll give him marks for perseverance, but that's about it. The majority of the show is taken up by Ryohei trying to win his way into a fellow reporter's bed. While this does lead to a few amusing sequences, the annoyingly grating idiocy of Ryohei gets to be too much after a while.

To summarize, if you enjoy the kind of mindless drivel you find on American sitcoms, you'll probably enjoy this video. However, I personally won't be putting this on my collection shelf. As a final note to Manga Video, I'd like to say that if this is an indication of how you'll be dubbing in the future, I won't be surprised to find you leading the industry in dubbing quality. Keep up the hard work!

— Eric Kihara

The Slayers



© 1996 Software Sculptors

The Slayers is based on the novel series of the same name, and stars a fifteen year old magician, Lina Inverse, who gets into various sorts of trouble, more or less because of her exaggerated reputation of being an evil magician who wreaks havoc upon the land (well, she's not *evil*). We're introduced to Gourry Gabriev, a cute and talented but stupid mercenary who "rescues" her from a group of brigands. Also in the picture is Zelgadis, a half-man, half-golem, who's obsessed with destroying the man who turned him into such a monstrosity, and the Red Priest Rezo, a blind man who's been healing the sick for the past ten years.

It turns out that everyone is after this Orihalcon statue that Lina acquired in the first episode because it holds the Philosopher's Stone, an item that is powerful enough to raise Shabranigdo, the Dark Lord of the Monster Race, from the dead. Sounds serious, eh? It's not. The Slayers is one of those anime series that manages to maintain a high level of comedy but still has its totally serious moments. So, will Lina and her party stop the Red Priest Rezo from calling up the evil Monster Lord? Will Lina ever get her hands on Gourry's legendary Sword of Light? Will Zelgadis ever be normal again? Tune in to find out.

I didn't bother watching the dubbed version because I knew I wouldn't be fair to it (I'm a purist), but I was impressed with the subtitled version. Software Sculptors managed to stay true to most of the actual dialogue, and in places where there was no English equivalent, they managed to capture the flavor of what was going on. In fact, the only problem I saw was that it took me so long to get a copy of it—only one store on the island carries the subtitled version! Who's distributing this thing? If you can manage to find it though, Slayers is not an anime to miss! I wonder when they're coming out with volume 4? There's a character in the next group of episodes that's one of my favorites...

— Iris Mori

Mad Bull 34, #4: Cop Killer



© 1996 Manga Entertainment, Inc.

The story begins with two cops who are murdered in a nasty manner. This fourth and final installment of the gritty police drama involves a cybernetic and near-invincible opponent, whose vengeance on police knows no limits...and who has a particular dislike for the Mad Bull himself! What starts as a manhunt for a vicious killer develops into a tale from John Estes' past, when he had to betray a fellow cop for the sake of duty. Defying the precinct captain and the city's SWAT team, Estes challenges the killer to a showdown in Yankee Stadium. Young Diazaburo can only stand by and watch as his friend and partner pulls out all the stops to catch the killer known as "Capricorn".

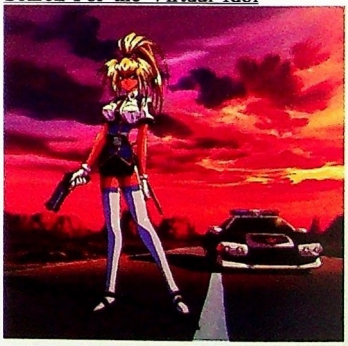
Then things really get interesting.

I must confess that I did not care for the final plot twist, believing it was too sudden to be realistic. I also thought the same at the climax of the story; it might be perfectly logical by Japanese standards, but not American ones. But then, it was originally made for Japanese audiences, who have their own ideas of what New York City is like. Still, all the other *Mad Bull* series trademarks are here; lots of violence, some nudity, and explicit language (which was dubbed quite well, by the way). I was curious to see who the voice actor was for one of the characters. However, the end credits were for Episode 1, not Episode 4. Get with it, Manga!

Clearly, this is not anime to everyone's taste. But if you've seen the other three episodes, then you've got to see this one.

— Milton Streeter

Burn-Up W File 2: Search For the Virtual Idol



© 1996 AIC/MRC
© 1996 A.D. Vision, Inc.

Maria is a "proto-personality" who can think, feel, and interact with real people. She's

the most popular virtual idol on the Web. And now she's missing. Since the police won't treat it as a kidnapping (they consider "her" a stolen item), it's up to the Warriors to find her. Only Yuji, the squad's sole male member, is eager to do so—mainly because she broke a "date" with him! Actually, Maria has run away. But why? And where has she gone?

The story swings wildly between serious and silly. The mysterious woman from File 1 returns, there is talk about a "virtual drug" she controls, and there's a St. Valentine's Day-style gang wipeout, courtesy of a battle android named Axia. Meanwhile, Rio is meeting Maria's kidnapper near the airport... or is that Maria's thief? Or maybe...Maria herself? And wait 'til you meet Nanvel's new toy, *El Heggunte*!

Watch what happens when two battle androids clash! Watch Rio and Nanvel bounce inside their uniforms! Watch Rio try to get out of a financial squeeze! Watch for the next episode: I will!

— Milton Streeter

Armored Trooper VOTOMS



©1983 Sunrise
©1996 Central Park Media

When *Armored Trooper VOTOMS* premiered in 1983, I was fortunate to be in Tokyo to see it. What I saw was battle, intrigue, betrayal, a nude woman in a coffin-like container, and lots of powered armor suits. The second episode was even better, because the hero had apparently gone rogue, and his troubles were only beginning. Alas, they were the only episodes I saw, because the part of Japan I was living in didn't show Votoms (or certain other anime either, but that's another story).

So, U.S. Manga Corps has my eternal thanks for lifting the veil after 13 years and revealing the whole story. The art style is typical Sunrise, polished without being over-detailed, and Kunio Okawara's mecha designs are unforgettable and very convincing; they look as though they could be built tomorrow. But make no mistake--this is a character-driven story, and the plot is the grabber here.

Chirico is just another grunt in one of the last battles of a century-long war, when he takes part in a "special mission". What are they after? Who's the woman in the 'coffin'? Why do his buddies try to kill him at the mission's end? And what's going on in that den of vice and corruption called Uoodo City? All these questions and more are answered in Volume One, and there's four other volumes available! The action and mystery starts with the first fight and never lets up.

Votoms was one of the minor masterpieces of the 1980s. It never received the attention of, say, *Macross*, but it ran a full year (50 episodes), and at least 2 OAVs were made several years later. Heck, it deserved them. Do yourself a favor; even if you don't like giant robot tales, go out and get this one. Right now. With 3 episodes per volume, you'll get your money's worth. We haven't had many TV series that were handled well by the import companies, but this promises to be an exception. Support them, and enjoy a true anime classic.

— Milton Streeter

MANGA

Fantastic Panic



Antarctic Press
© Ganbear
Issues read: Vol. 1 1-8, Vol. 2 1-4 (so far...)

"Hey! When are you going to review some *REAL* manga, huh? You didn't even do any last issue!"

Well, at least I can imagine that's what some people are thinking (or saying), so here's a little review of *Fantastic Panic*, the very first manga Antarctic Press ever put out.

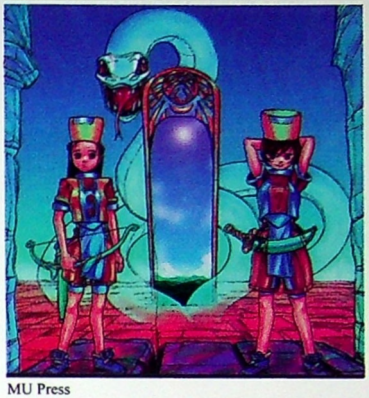
To start with, Fantastic Panic shows another side of manga that most people don't think of when they think of Japanese comics: Furries! ("Anthropomorphics", to those who are more inclined to use that term.) That's right, the US doesn't have the monopoly on funny animal comics that have a plot. In typical Japanese fashion, a lot of the characters are puns of what kind of animal they look like. For instance, the main character, Nee (short for *nezumi*, a Japanese word) is a mouse, and Kyau (sound it out) is well, a cow.

While a lot of things are played up for laughs (things that Kyau makes taste really good but look just awful), the story is very detailed and unravels itself very slowly. By Volume 2 the overall story is still unfolding, with still more characters introduced as the story goes on. We don't even get to see the boss villain until Vol. 2 Issue 3, so the suspense builds up as you go on.

In my opinion, Fantastic Panic has all three things that I like: manga, anthropomorphics, and a really cool fantasy world in which this all takes place. This series has been quietly doing OK; if you look at the back issues list you can't get all the back issues for Vol. 1 anymore. Never fear, though: a collected Volume 1 is coming out shortly.

— Wendell "Dream Hunter" Hong

cyberwërx
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MU Press
© Various artists/creators
Issues read: 1-2

This book is exactly what it bills itself as. Some parts are stories and others are portfolios with little biographies of the artists themselves. Fan art sections are always popular in various magazines (like ours), so why not just devote a whole magazine to it? Japanese magazines like *Fanroad* have been doing this sort of thing for years, after all.

One pleasant surprise when I picked up the first issue was find a continuation of "Cybersuit Arkadyne" by Tim Eldred & Jonathan Jarrard. This series had its own book awhile back but poor sales killed it and I thought I had seen the last of it. That was really a bummer; while Tim Eldred's style doesn't lend to the 'cute' look that's more popular with the fans, he does do very solid stories that stand on their own.

After going through the second issue I noticed that nearly all the stories had a sci-fi/space theme to them, with one exception, "The Creative Process of Eddie Perkins". Here's hoping that Eddie Perkins has more where that came from!

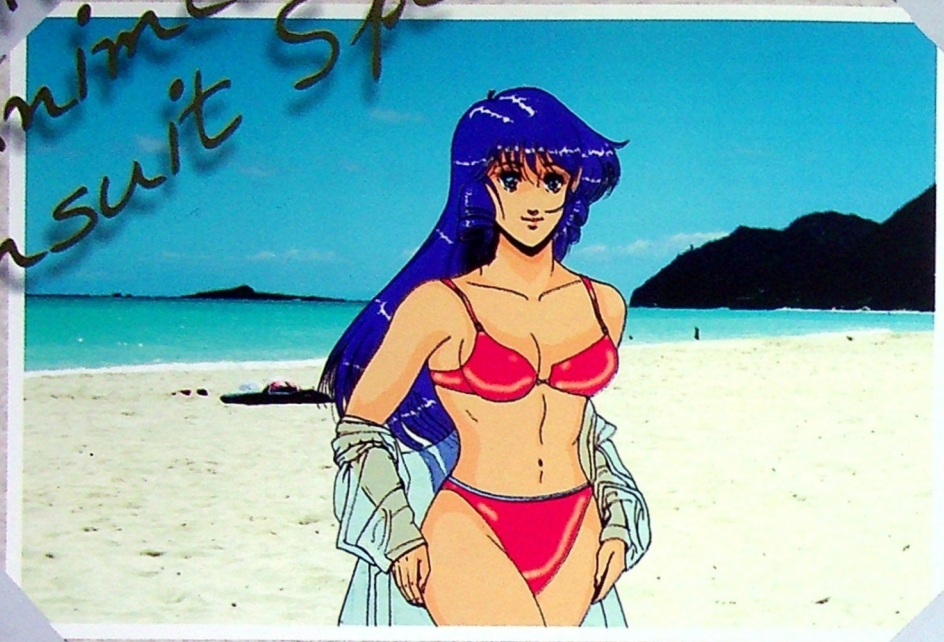
The rest of Issue #2 has works (either spotlight pin-ups or stories) by the likes of Bruce Lewis, Robert DeJesus, Ed Hill, Paul Young, Diana Sprinkle, Frank Gembeck Jr., Around^2 and Néné. If any of these people's work interests you, what are you waiting for? Run right out and get this series!

— Wendell "Dream Hunter" Hong

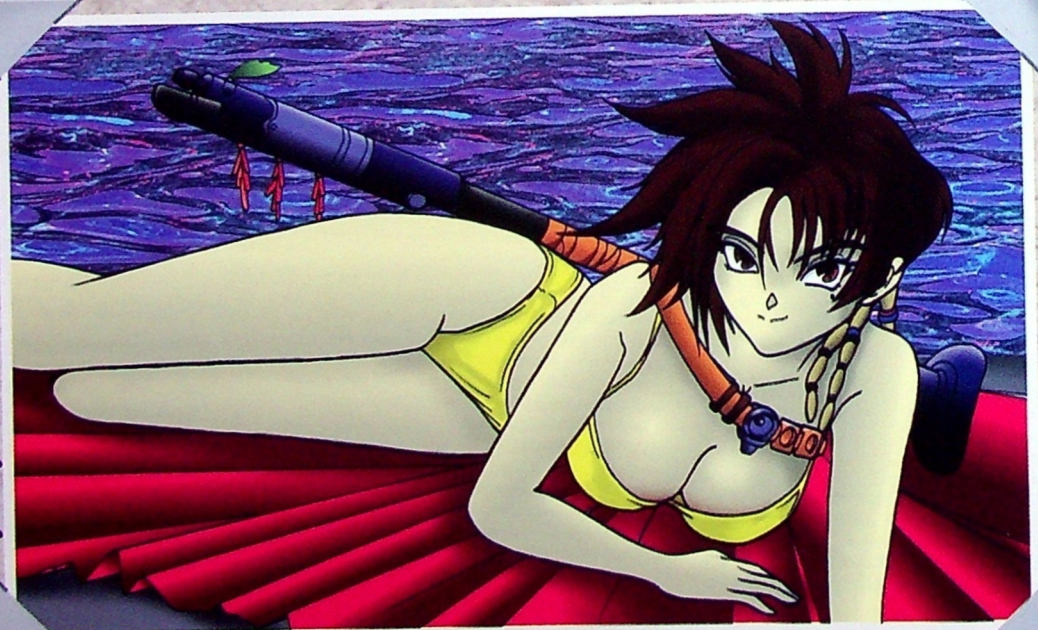
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The Animeco Swimsuit Special



By Florencio Lim Jr.



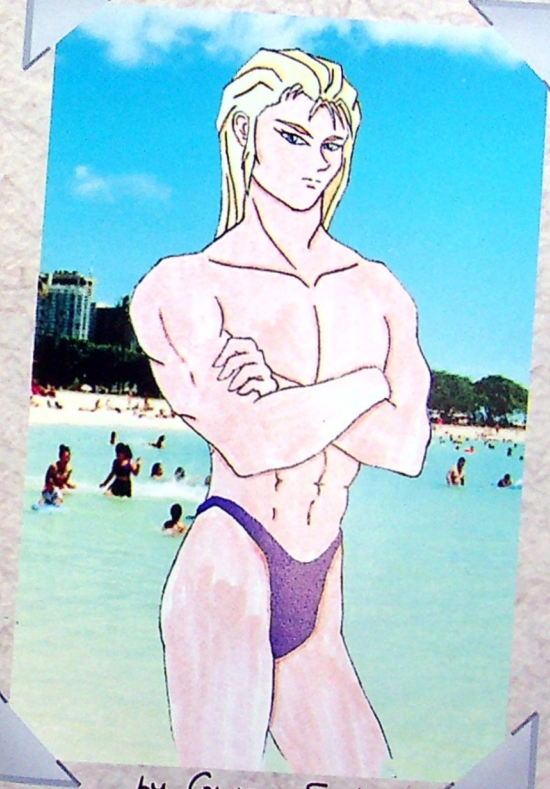
by Roy Sato



by Audra Furuichi



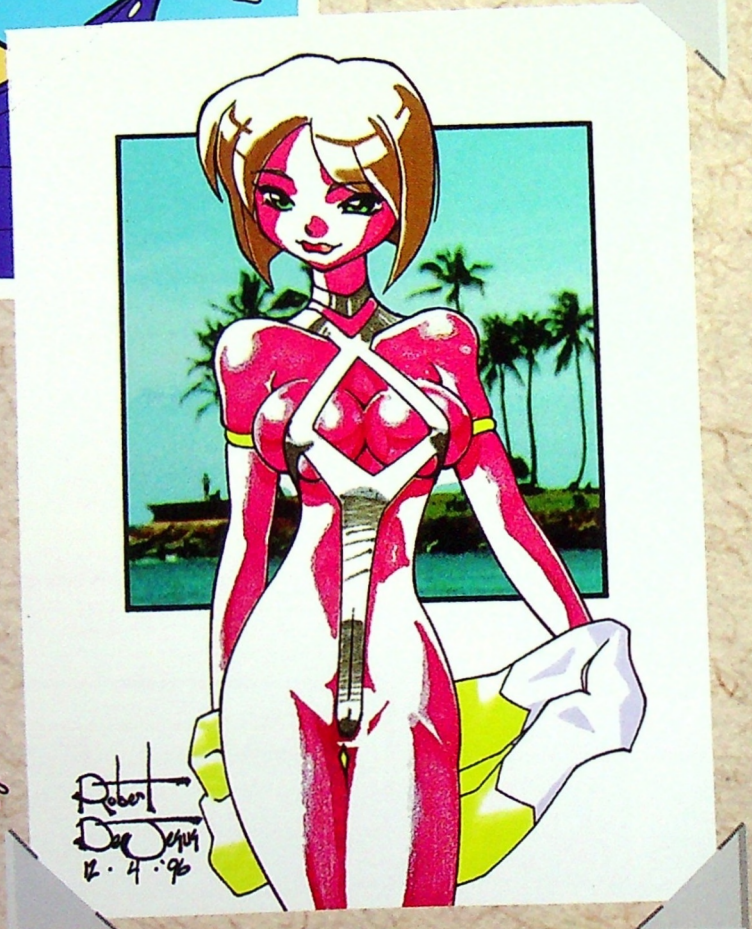
by Christina Chun



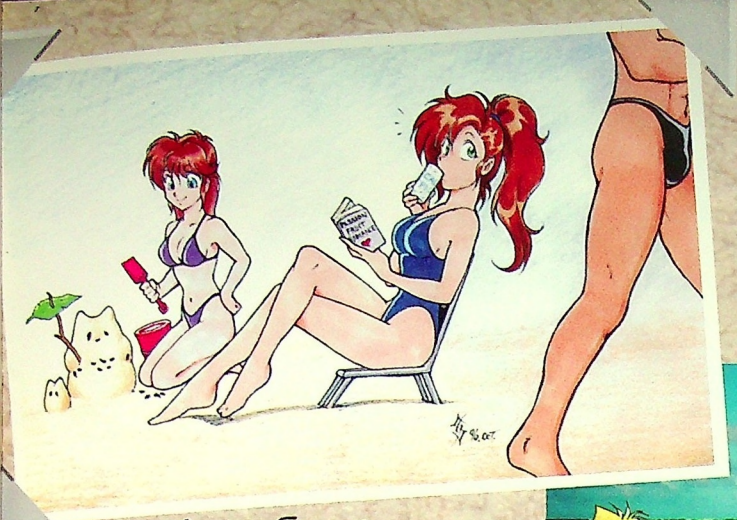
by Gwen Sato



by Tygger Graf

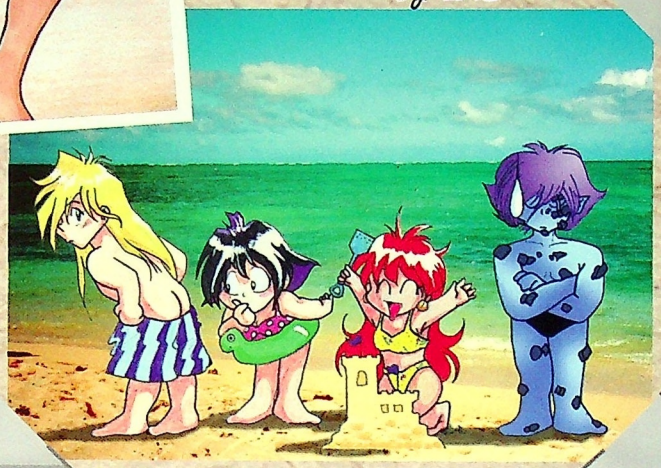


by Robert DeJesus



by Sherry Sasuga

by Iri's Mori



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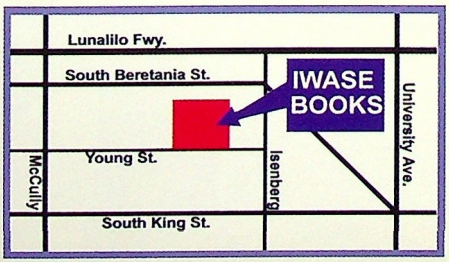
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BWD, continued from page 23

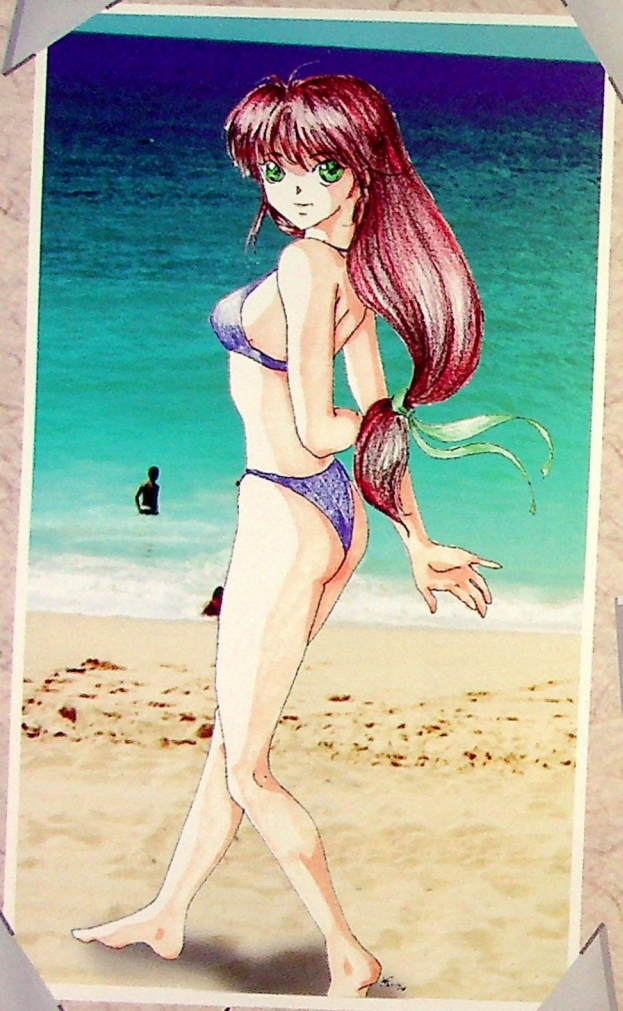
3 Sisters Story just came in and 1st glance is this game has a lot of story depth for an adult game or any other type of adventure game (especially considering when this originally came out in Japan). With 12 different endings, 4 ways to get killed and only one really good ending this game will keep us here busy for awhile. Expect a review next issue. By the time you guys out there read this (you ARE reading this, right?) this game should be available at a s.r.p. of $45. Not bad considering the price for the Japanese one would easily be twice that and unless you can read Japanese text you're out of luck.

Well, that's it. We here wish you and yours a Happy New Year (unless you're getting this late, then we hope this is better for you than the last...) and many more to come.





by Susan Kihara



by Audra Furuichi



by Roy Sato

Reviews, continued from page 29

Kanata-kara



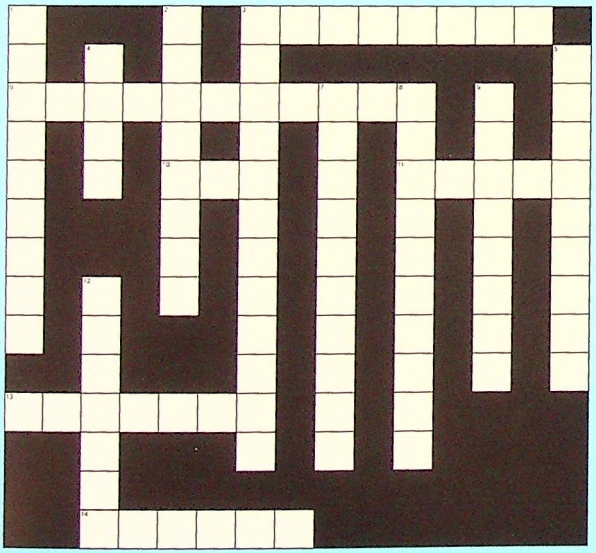
© 1993 Hana to Yume Comics

Kanata-kara (From Far Away) is the story of Noriko Tachiki, a student who finds herself mysteriously propelled into another world, one of those typical beginnings to Japanese girls' comics. Once there, she's rescued from the man-eating indigenous animals of the land by a mysterious warrior, Isaac-Kia-Daaji. Isaac is sullen, mysterious, and very handsome...my kind of guy. Noriko is presumed to be the "Mesame" in this world's prophecy—that is, the "Mesame" awakens the strife and evil of the world and will ultimately summon the evil demon "Tenjyoki". Armageddon, basically. Noriko and her now-protector Isaac are surrounded by an astounding amount of dark magic, and find themselves chased by good and evil forces alike. Luckily they find a few allies on the way...

The art has much improved from Kyoko Hikawa's earlier works (which were mostly about dashing cowboys and the like) and at Book Six I'm only now beginning to realize who the elusive "Tenjyoki" is. What keeps me coming back to this series, aside from the cute leading male, is that Hikawa gives the reader only a few answers to the mysteries that seem to pile up in each comic, then ends it in a cliffhanger. The comedy pops up in unexpected places, mainly with Noriko's agonizing attempts to learn the language. *Kanata-Kara* appears in the monthly girls' comic *LaLa*, and books 1-7 are available at your local Japanese bookstore, in the "Hana to Yume" comics section. If you're into shojo manga, I promise you it will be worth the effort of reading it.

— Iris Mori

Winter 1997



Across

3. Annie tour location
6. mantis on this store
10. FUJI TV mascot
11. JASH mascot
13. Annie's vest color
14. _____ Soft (ad.)

Down

1. Harajuku toy store
2. Annie's _____ Guide
3. starred Sakai Noriko
4. pronounced "size"
5. Animeco publisher
7. photo, pg 19.
8. *Neon Genesis* _____
9. ____ *Panic*
12. But We _____

COMING NEXT ISSUE!

"Dubbing" has become a bad word in many anime circles. But this is unfortunate, as there are many well-made dubs available. Mary Claypool will give us an inside look at the dubbing industry. Perhaps we will all look at dubbing in a better light in her feature: **The Art of Dubbing**.



Annie will also be continuing her look into the anime sights of Tokyo, as she takes us on a tour of Shinjuku.



Features, reviews, JASH info and more!

See you in Spring!

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